

NIGHT VISION GOGGLES TRAINING SYSTEM

ABSTRACT OF DISCLOSURE

5 [021] A training system and method for use of simulated night vision
goggles (NVG) which provides the full dynamic range of NVG simulation
including low intensity, medium intensity and high intensity irradiance images of
night-time terrain. Each of three 12-bit video signals are allocated to a
10 preselected portion or all of the total irradiance range representing scene
elements corresponding to low, medium and high light intensity and a video
camera scans and converts the resultant generated image to preserve its
resolution and dynamic range. The image is viewable in the simulated goggles.